

Highlighted text is where I suggest a correction take place, and *text in italics* is a suggestion or question.

Set Up

Have each player chooses a player token and place it in a corner of the play mat, in the designated spot. Next, shuffle the cards and place one in each of the designated spots on the play mat. Note: each player token should be in a different corner.

Now place the play pieces on the card closest to it.

What is meant by this sentence? Cards closest to the play pieces? Closest to the players themselves? On the cards in the corners? By "play pieces" do you mean "player tokens"?

Deal each player four cards and place the rest of the deck in the middle of the play mat, in the spot designated for the draw pile. This is now the draw pile.

Draw one card from the draw pile and place it face up in the designated place for the discard pile. This is now the discard pile.

Turn

On your turn, select and **preform** one of the three actions below:

"preform" = "perform"

-move your player token to either of the adjacent spaces

-pickup the card in the space your player token currently occupies. Note: **If another players token occupies the same space as yours, neither player may choose this action as long as both player tokens are present in the same space.**

Change this sentence to: "If any space is occupied by more than one player token, no player may perform the action shown on that space."

-draw a card from the draw pile and discard one card to the discard pile.

-draw the top card from the draw pile and then discard a different card to the discard pile.

It appears here that the same action (drawing and discarding) happens twice in a row. Is this the case? Or is it two different ways to describe the same thing?

Note: If a special card is discarded to the discard pile, its effect takes place immediately before the end of the current players turn.

Rules

When there are no cards in the draw pile, take the top card from the discard pile and set it aside. Turn the rest of the discard pile over and place it in the designated place for the draw pile without shuffling it. This is now the draw pile. **Place** the card you set aside and place it in the spot designated for the discard pile. This is now the discard pile.

"Place" = "Pick up"

Winning

If at any time a player has four identical cards in his hand, he may reveal them and is the winner.

Change this sentence to: "A player wins the game by revealing four identical cards from their hand at any time."

Setup without a play mat

Shuffle the deck of cards.

Place cards face down in a way as to form the **boarder** of a 7x7 square. This will be called the board.

"boarder" = "border"

Have each player select a player token and place it in a corner of the board. This will be their starting location.

Deal each player four cards and place the deck in the middle of the board. This will be the draw pile.

Draw the top card from the draw pile and place it face up next to the draw pile, in the middle of the board. This will be the discard pile.

Turn all the cards on the edge of the board face up.

Select which player who will go first and begin play.

Special cards.

Reverse - reverses the order of play.

Flip- after playing this card, reverse the order of cards in the discard pile (including this card).

Steal- take one card at random from another players hand then give him one card of your choice from your hand.

Remix - shuffle the draw pile and the discard pile together. Take the top card from the resulting deck and place it in the designated place for the discard pile. This is now the discard pile. Place the rest of the deck in the designated place for the draw pile. This is now the draw pile.

Jump - move two spaces in either direction.

Push - if you share a space with another player, move his player token one space in either direction.

Redo - player discards his entire hand and draws four cards from the draw pile.

- *The "Redo" card destroys a player's strategy/current collection, and lengthens the game without choices being made to do so. Is this by design?*
- *If a "Flip" card is landed on by a player token, is that card moved to the discard pile? If so, is that space left empty or is it replaced with a card from the draw pile?*
- *If a player plays a "Jump" card, does the player perform the action on the card where their player token lands? Or is the Jump the only action they perform that turn?*
- *If a player uses "Push" to move another player token, do you perform the action on the card to where the player token was Pushed, or is the action ignored?*
- *REMOVE THE BOARD? It seems like all the useful action could happen with the cards the players hold in their hand. Can this game be played without the board, just using the cards? For example, you can have players draw a card and either add it to their hand or discard/play it. The end result is the same, I would think, as moving a player token to a face-up card on the board, except for the fact a card occupied by more than one player does not have its action performed. I think players would appreciate being able to focus all their attention on the cards in their hand, speeding up turns, decision-making, and gameplay.*